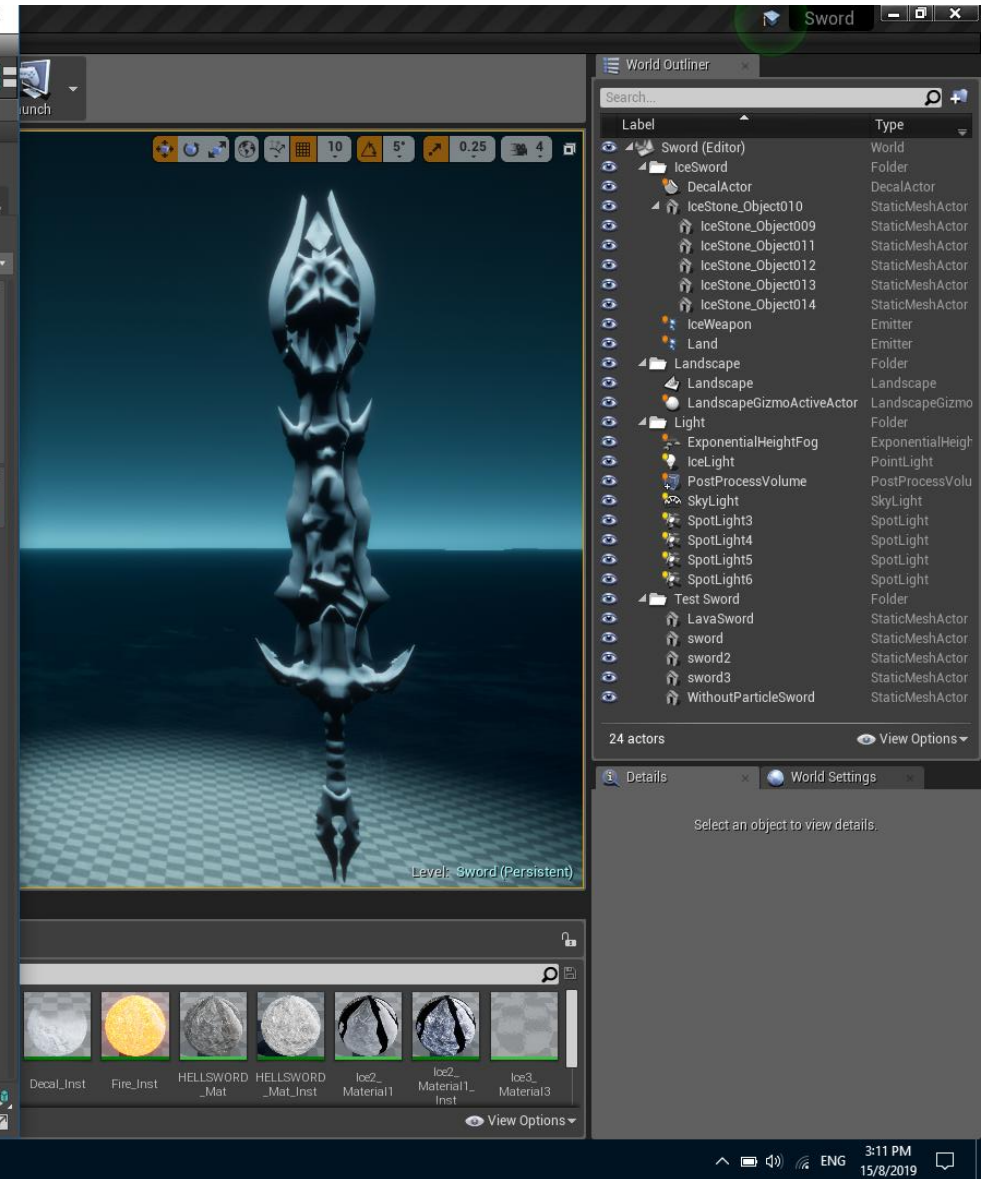
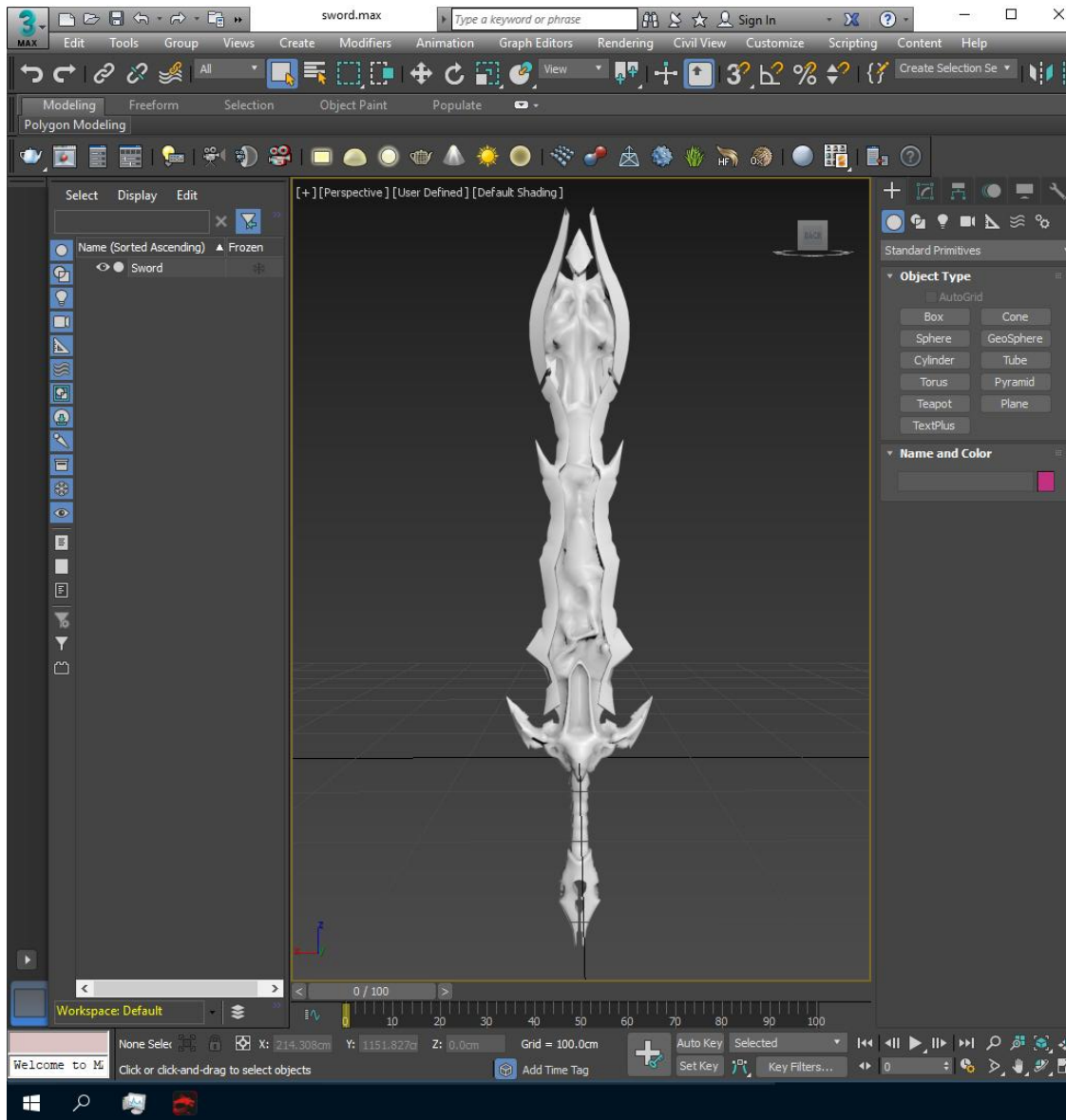
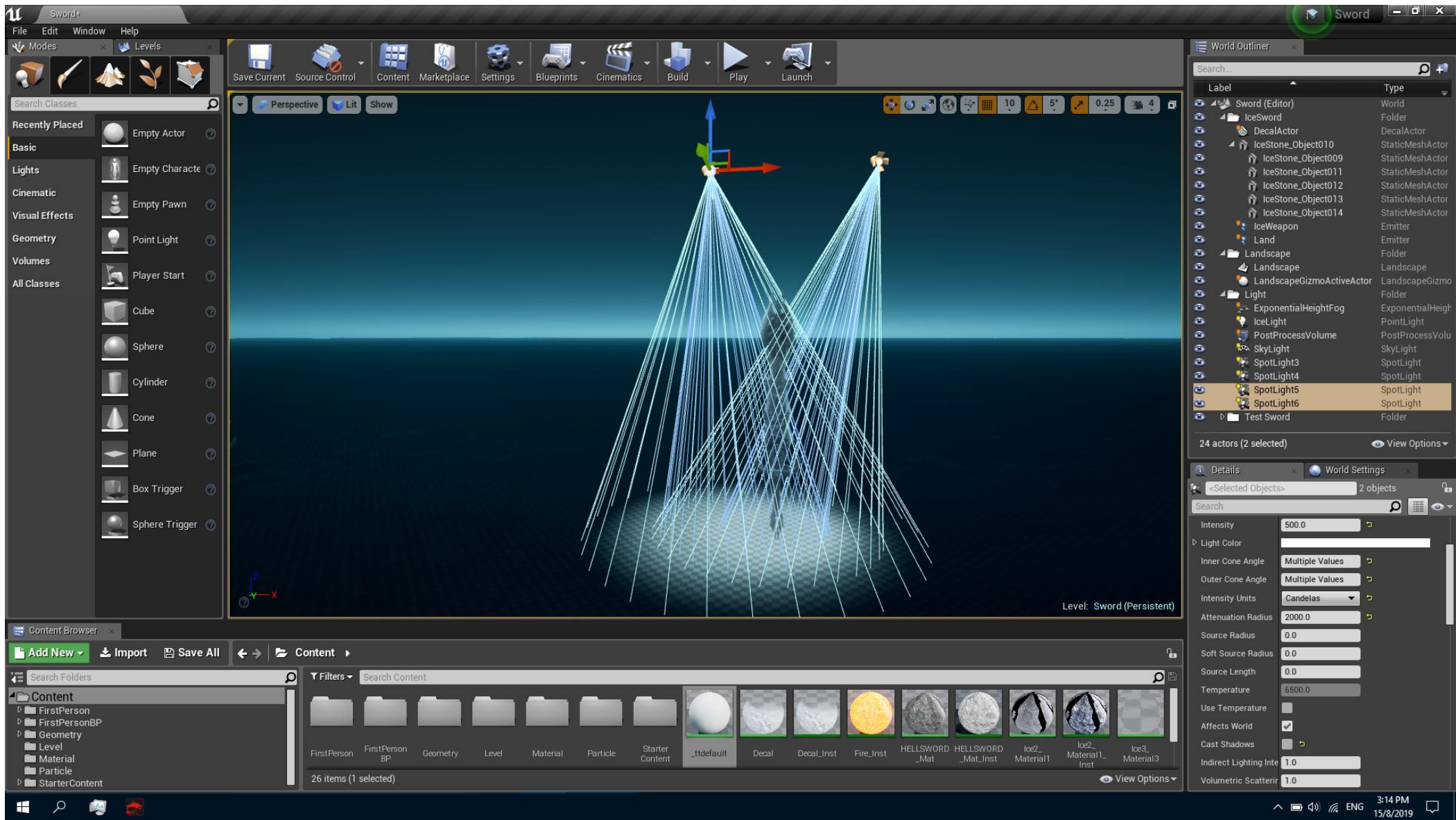
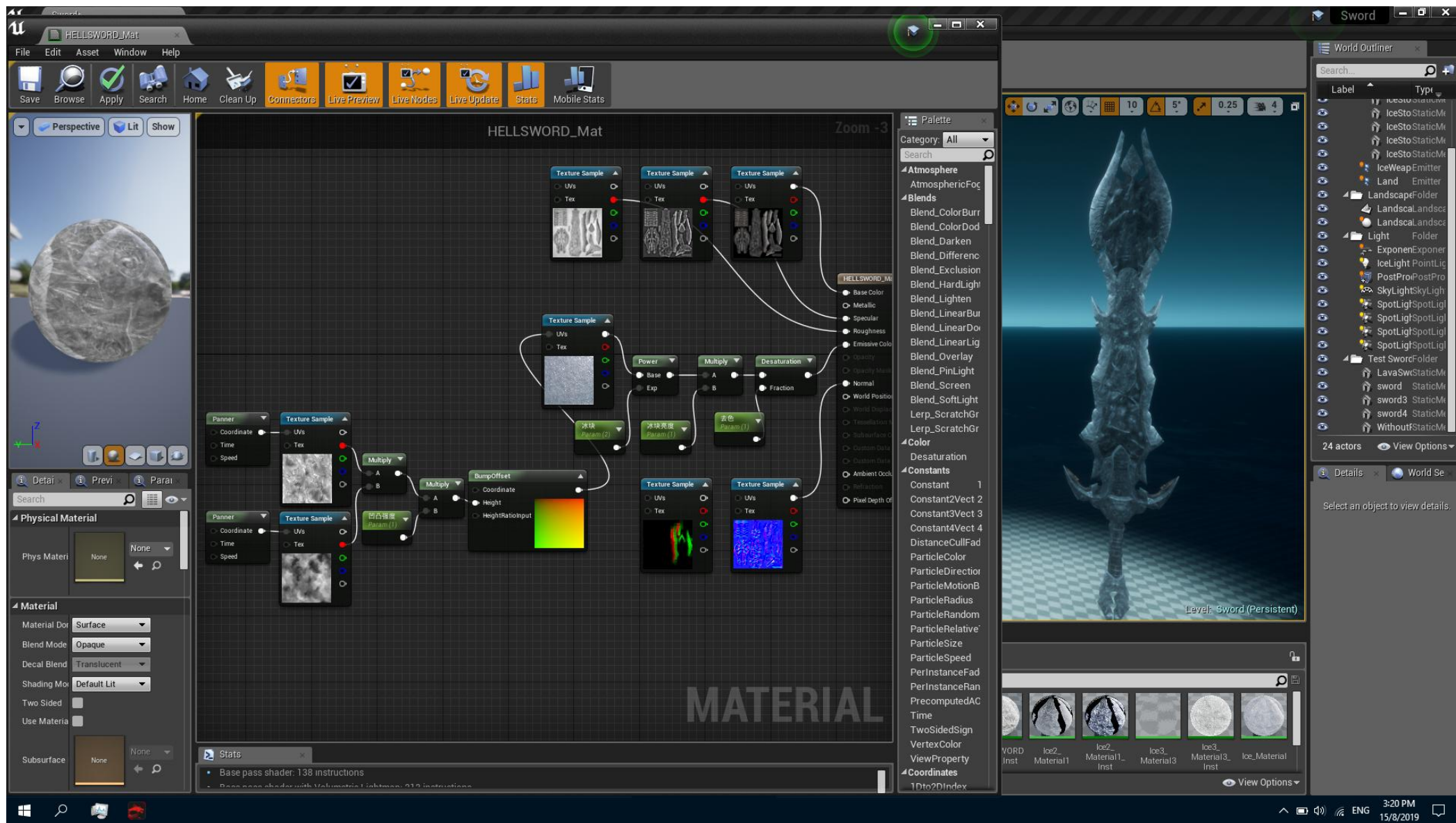
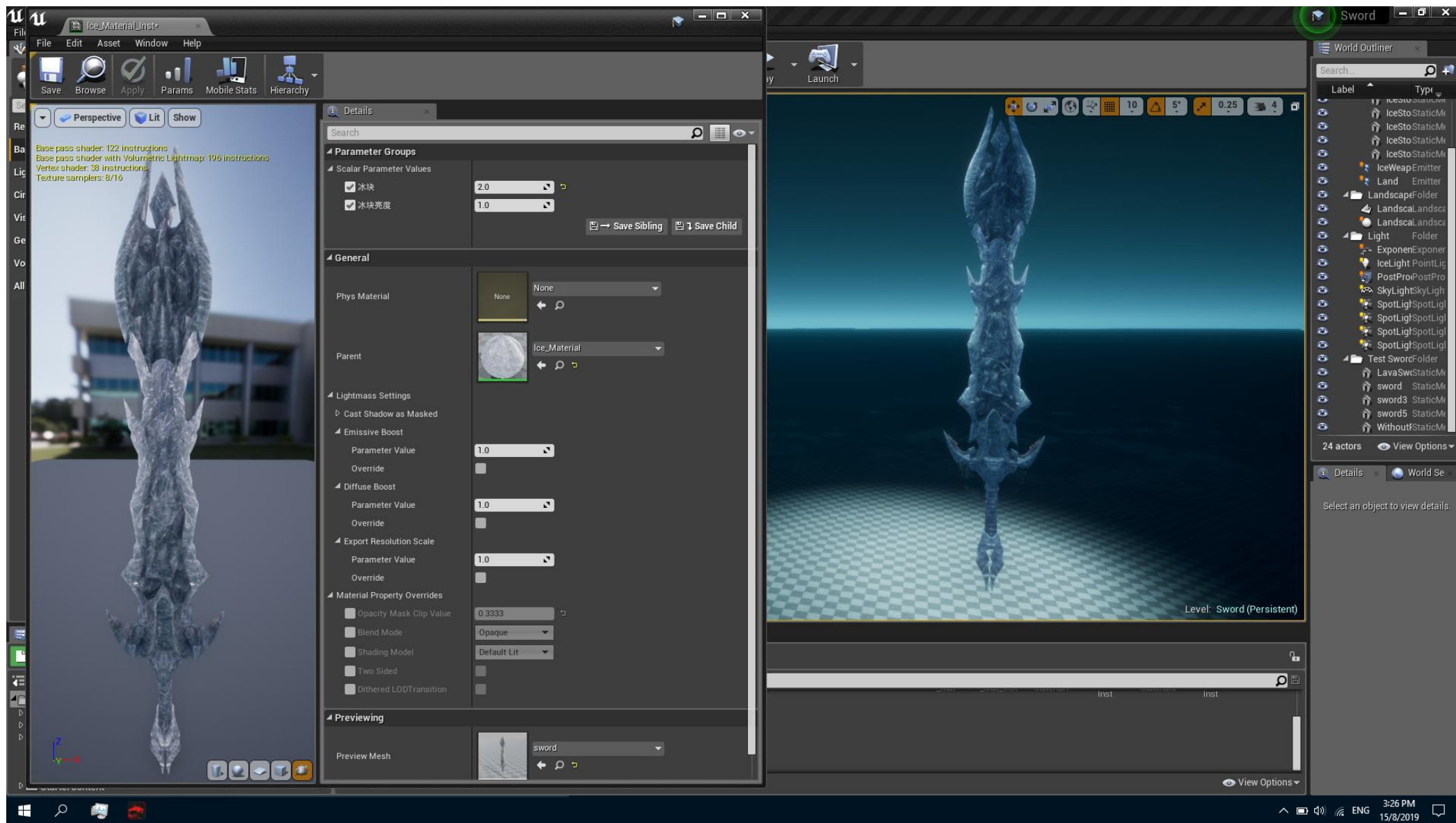
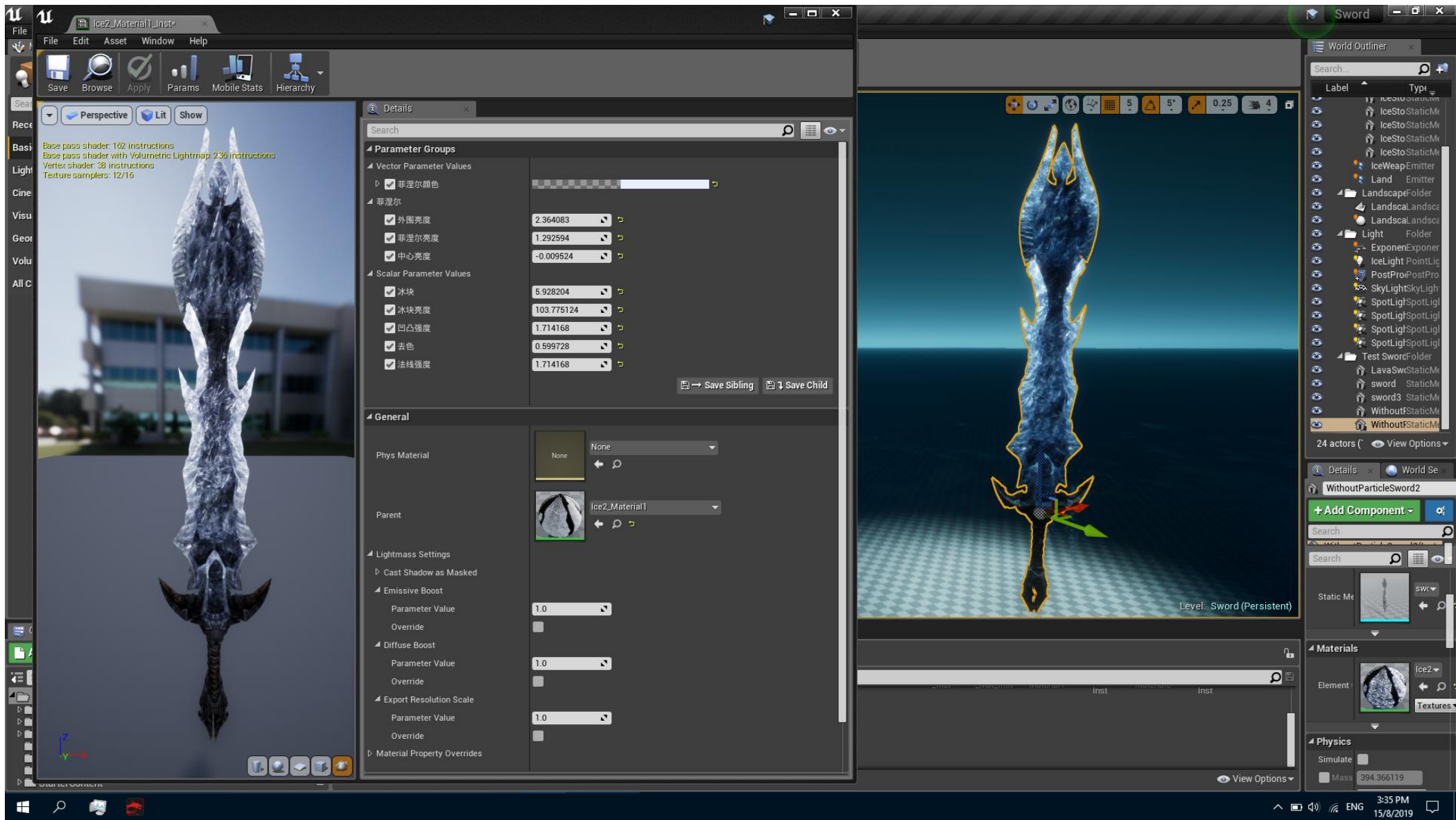


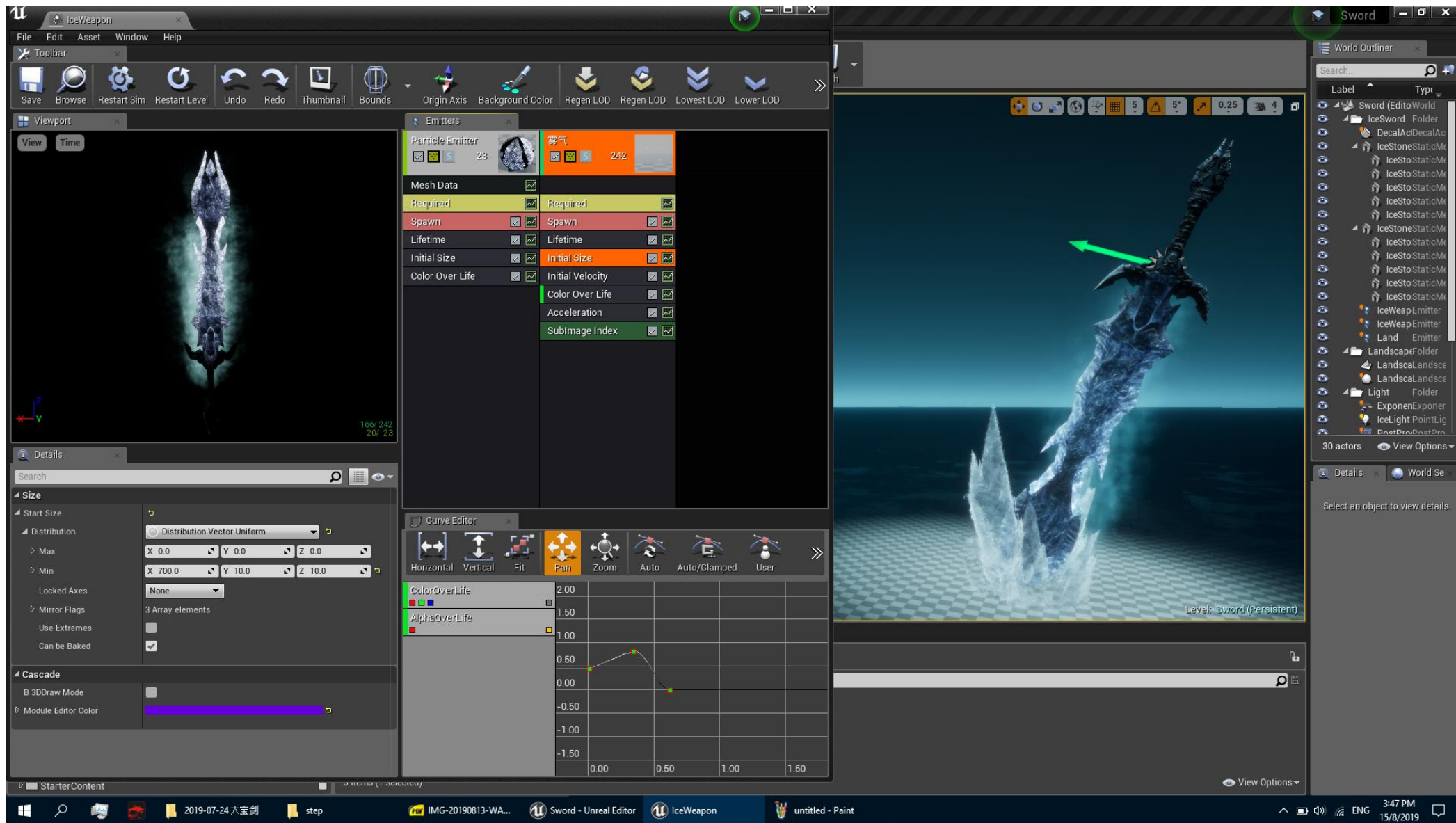


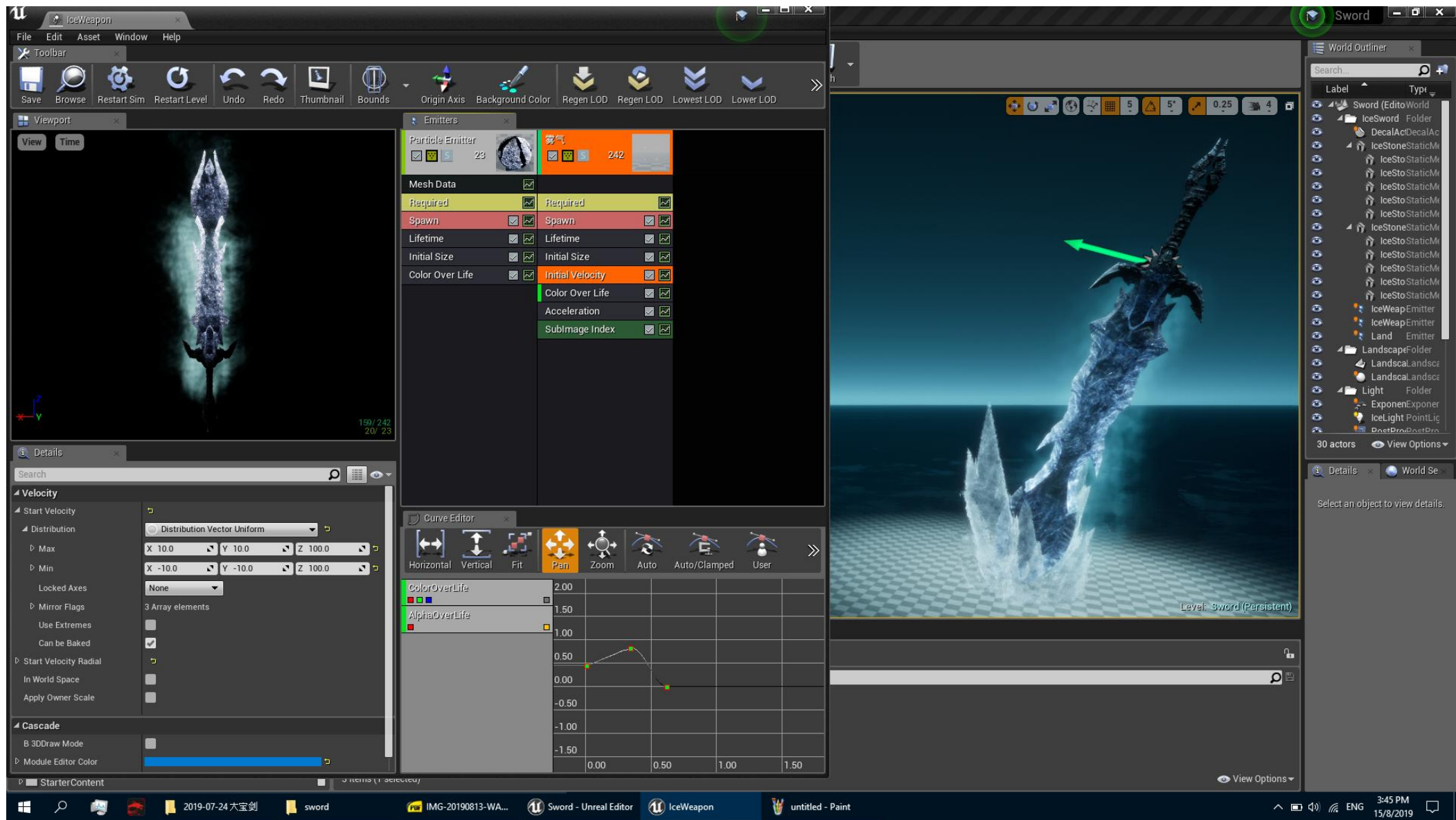


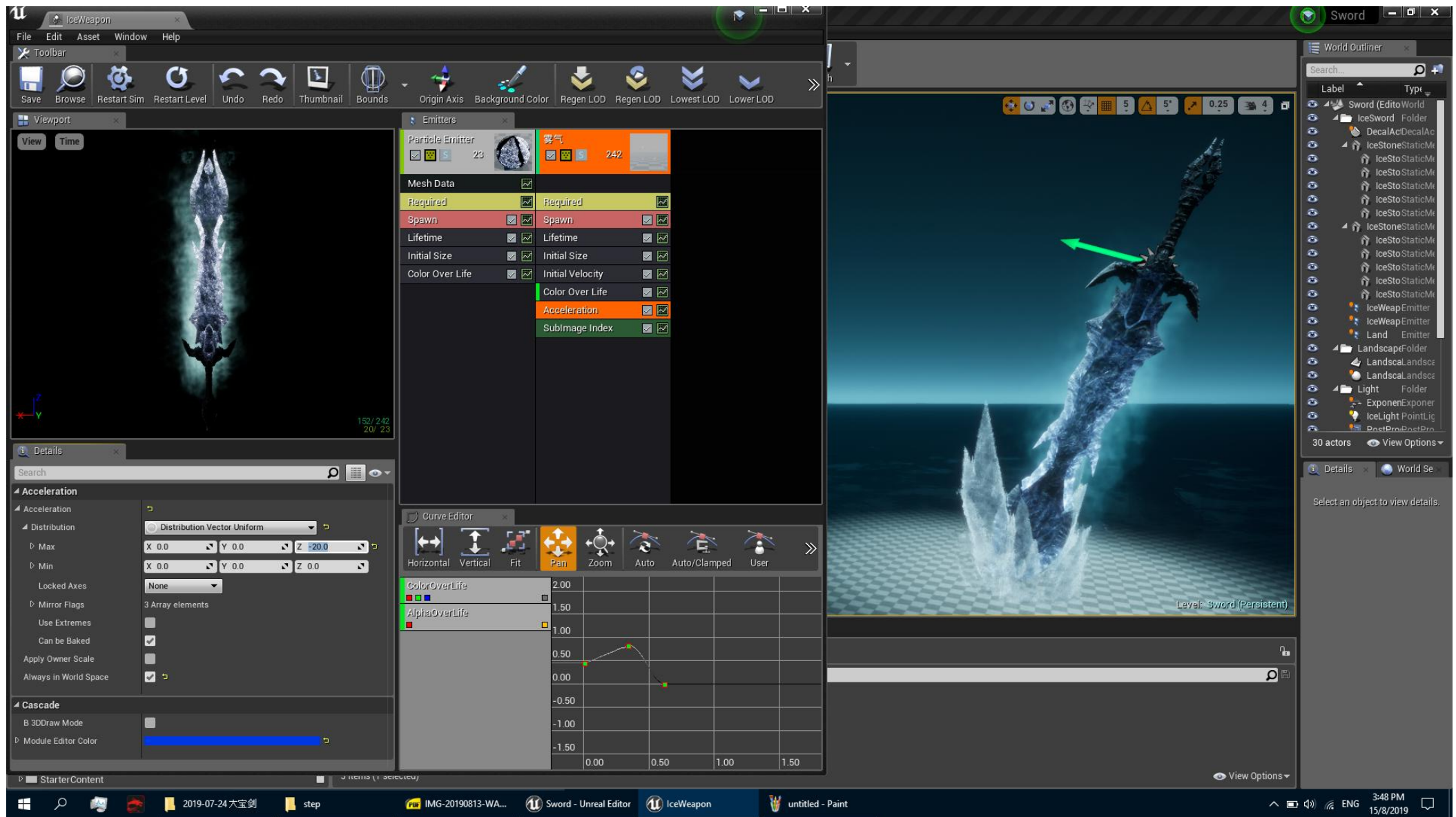


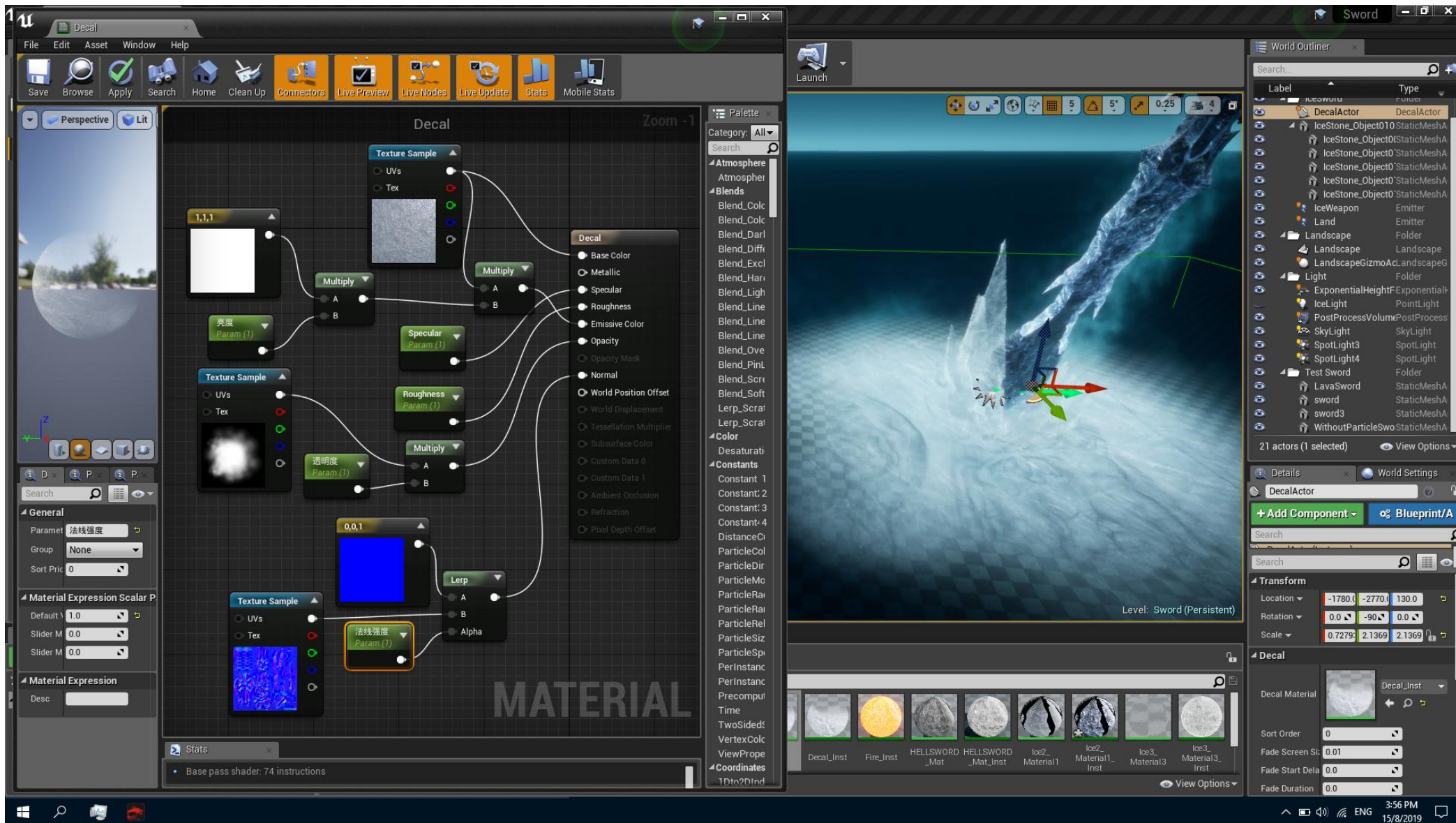


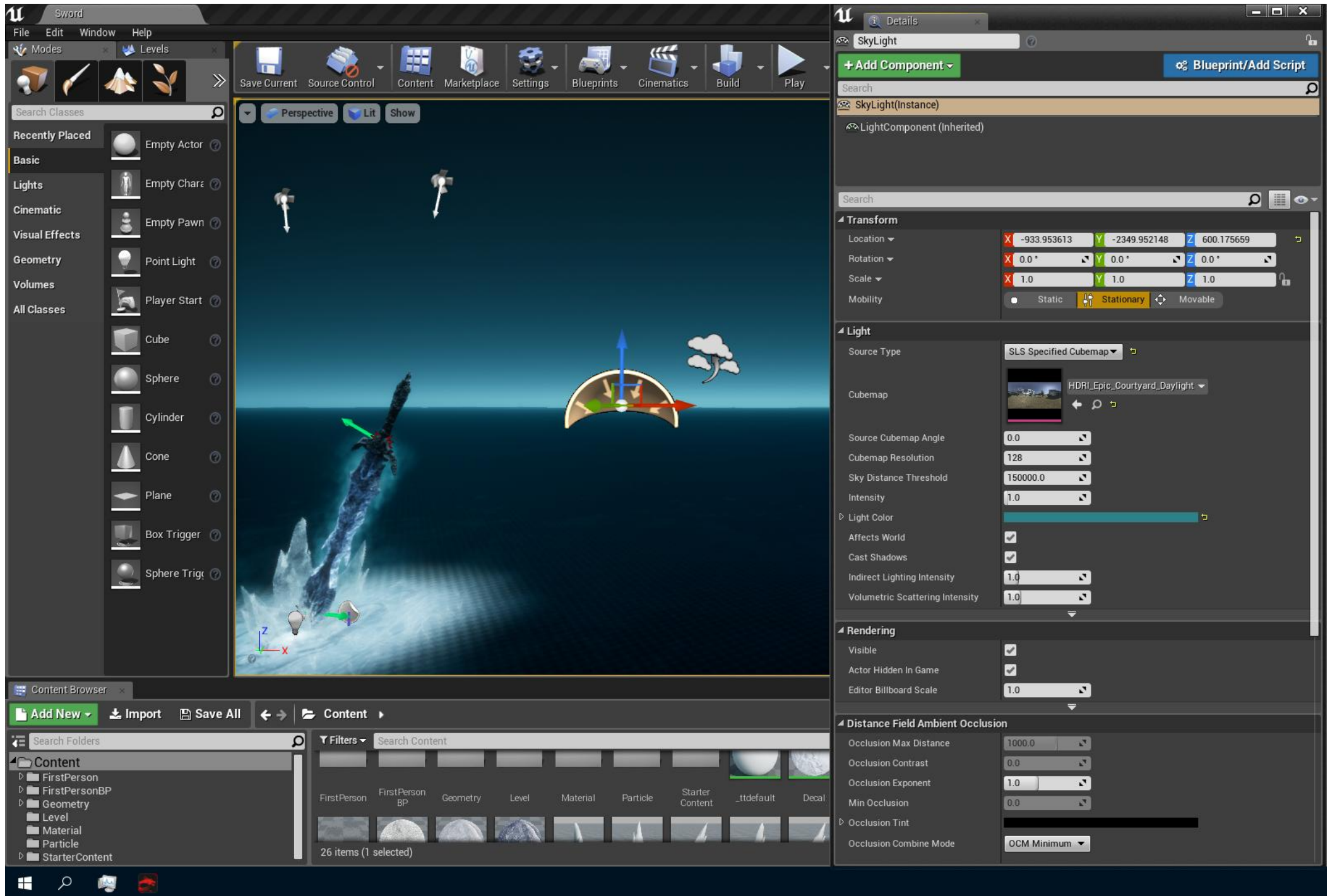


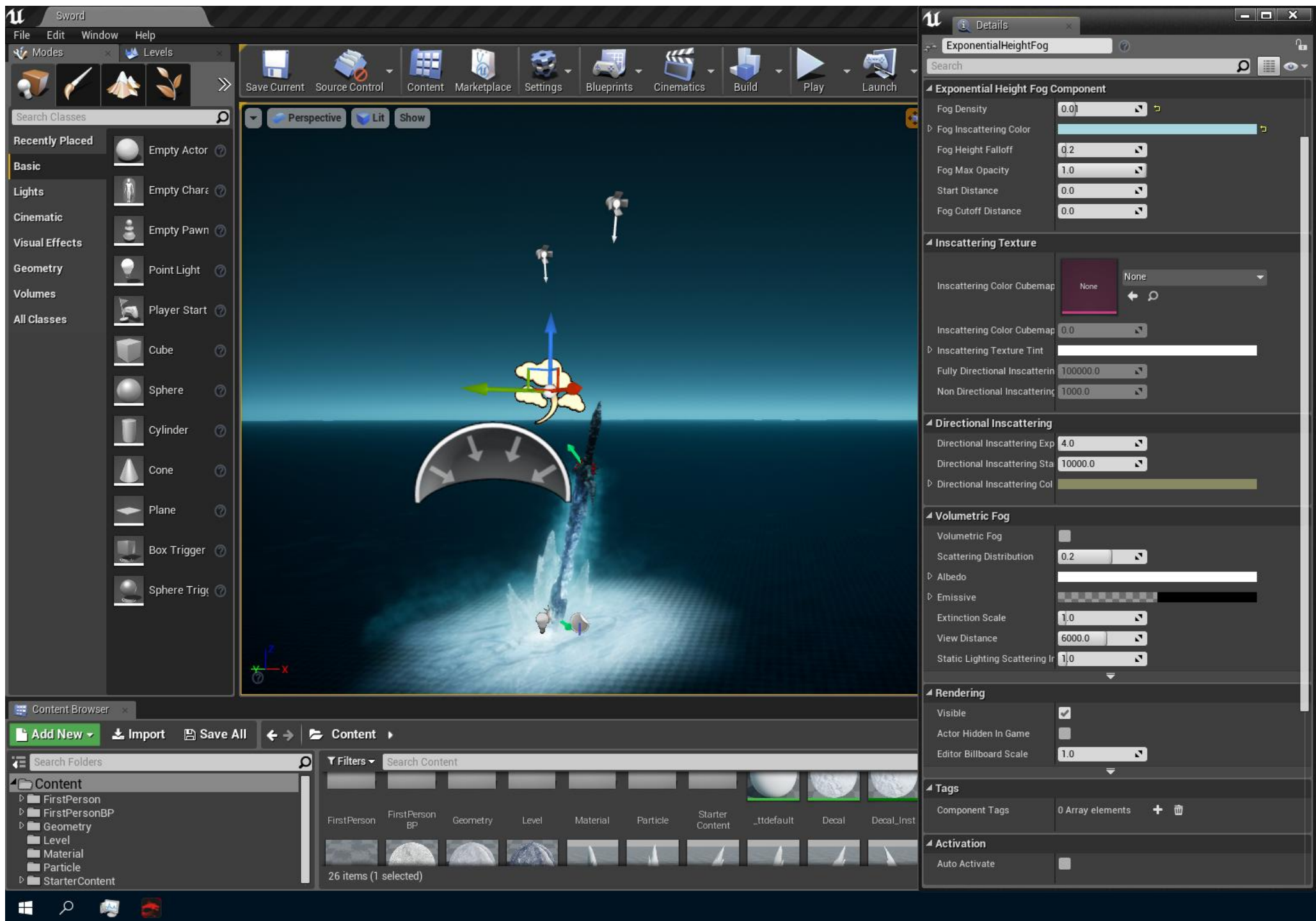


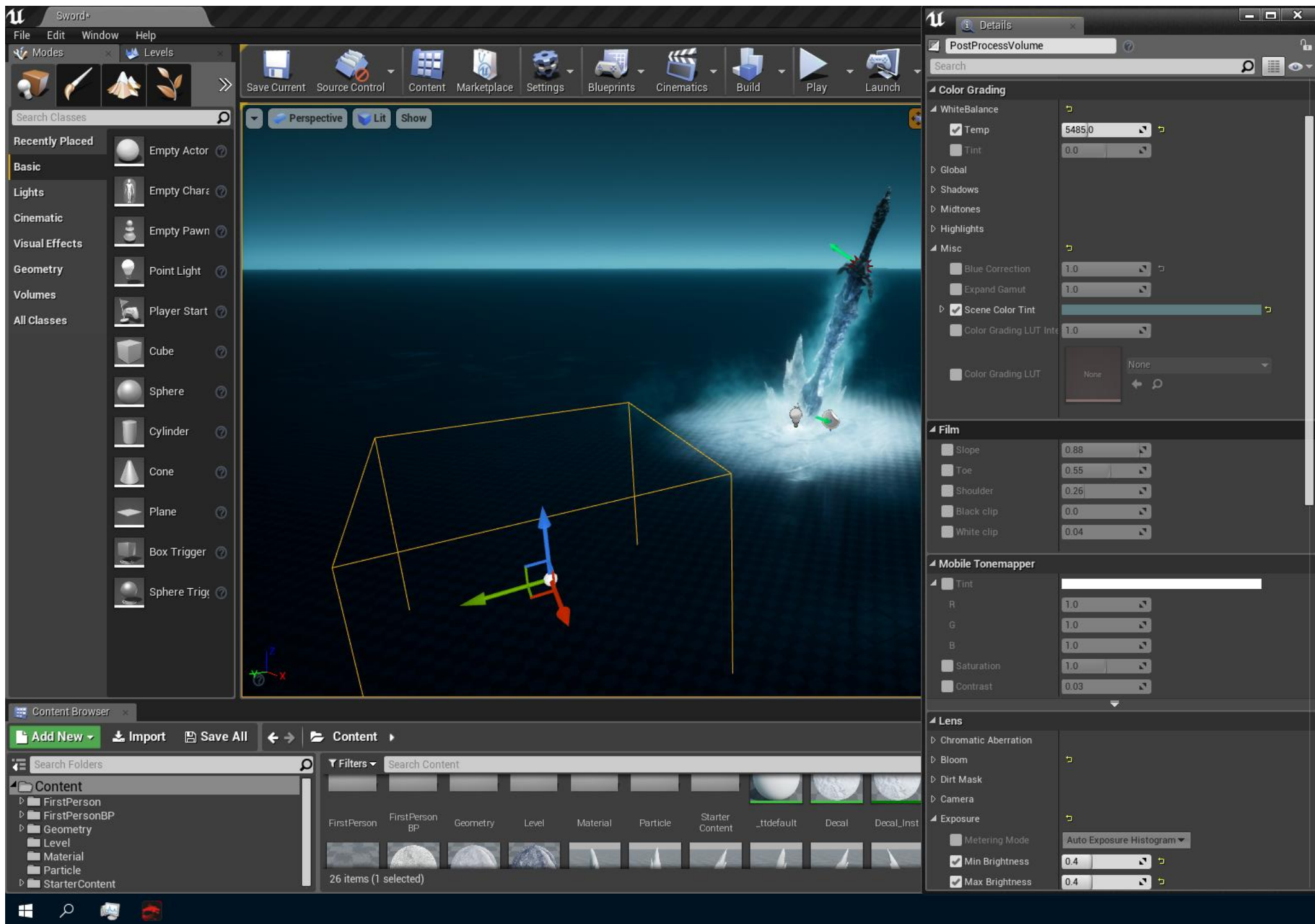


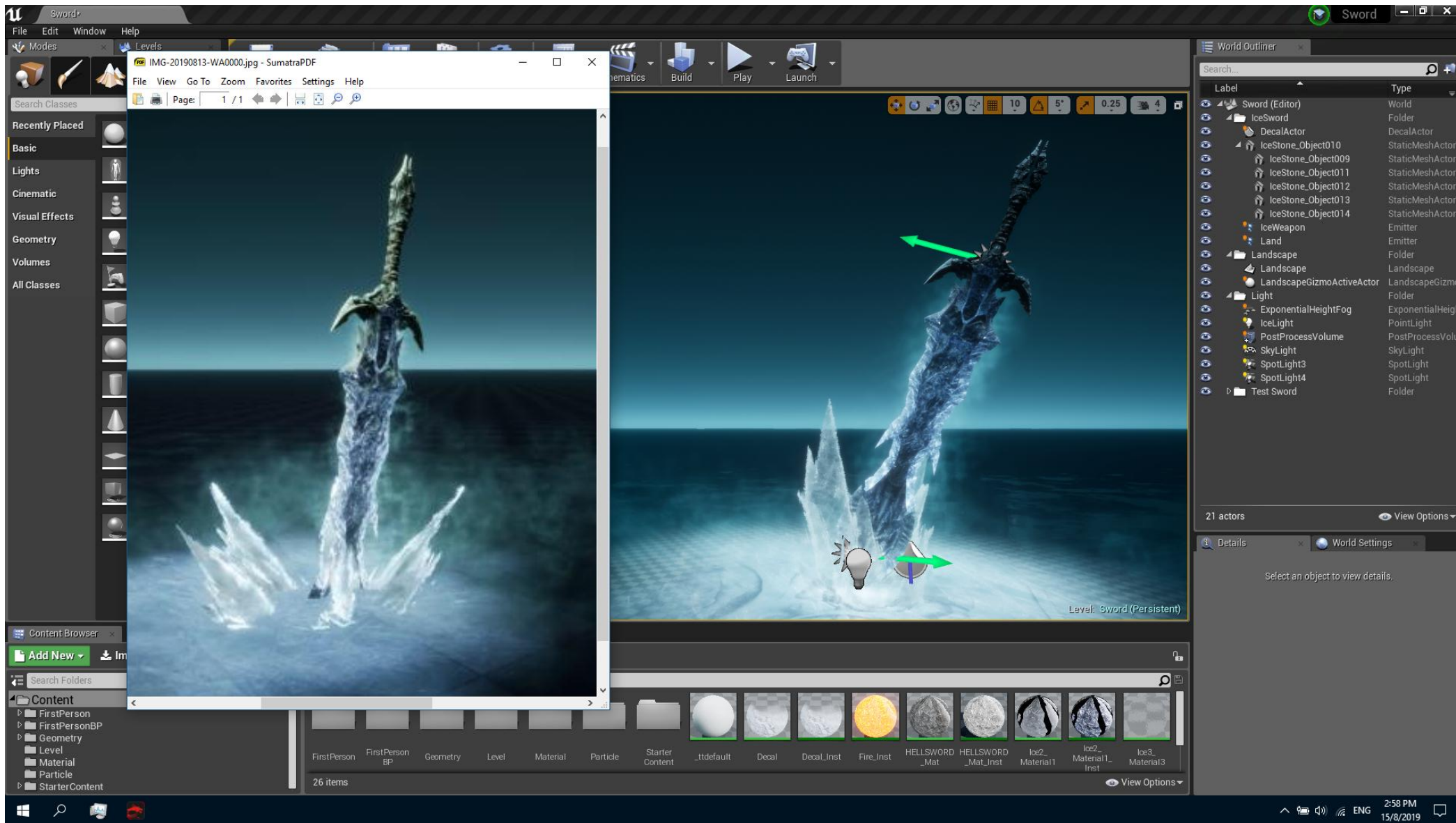


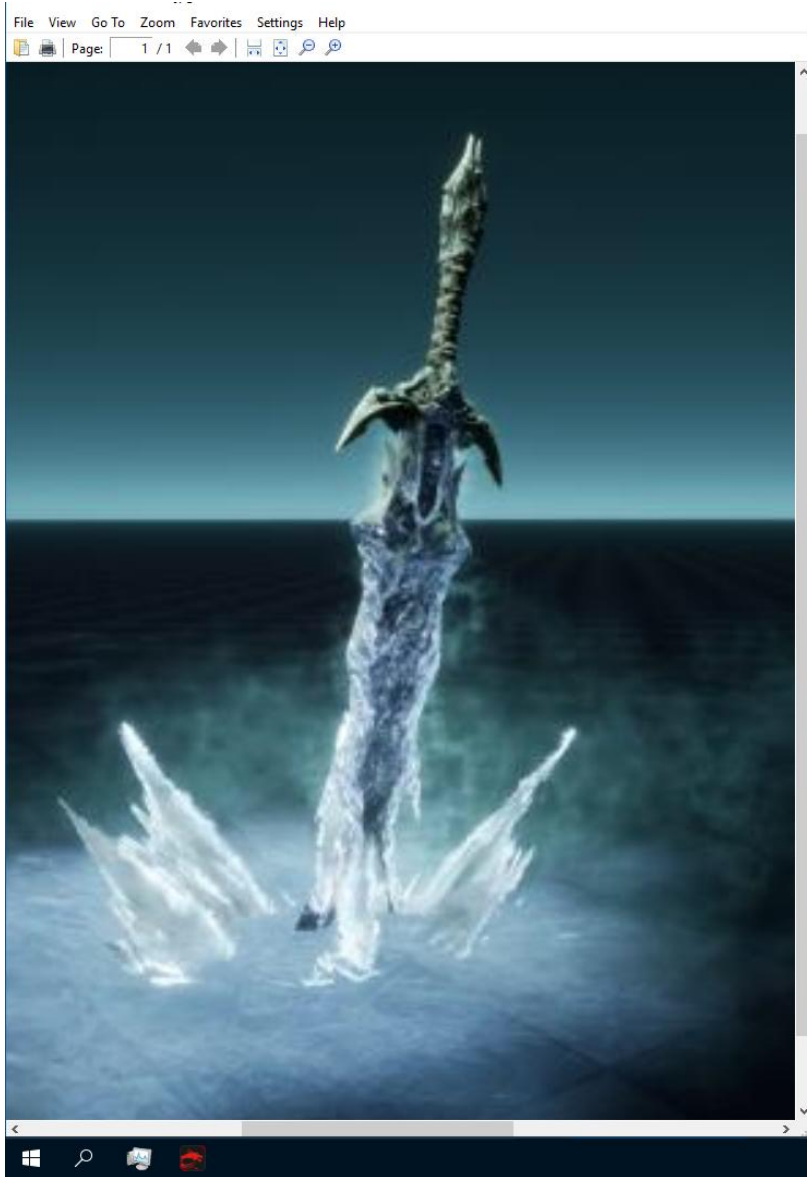


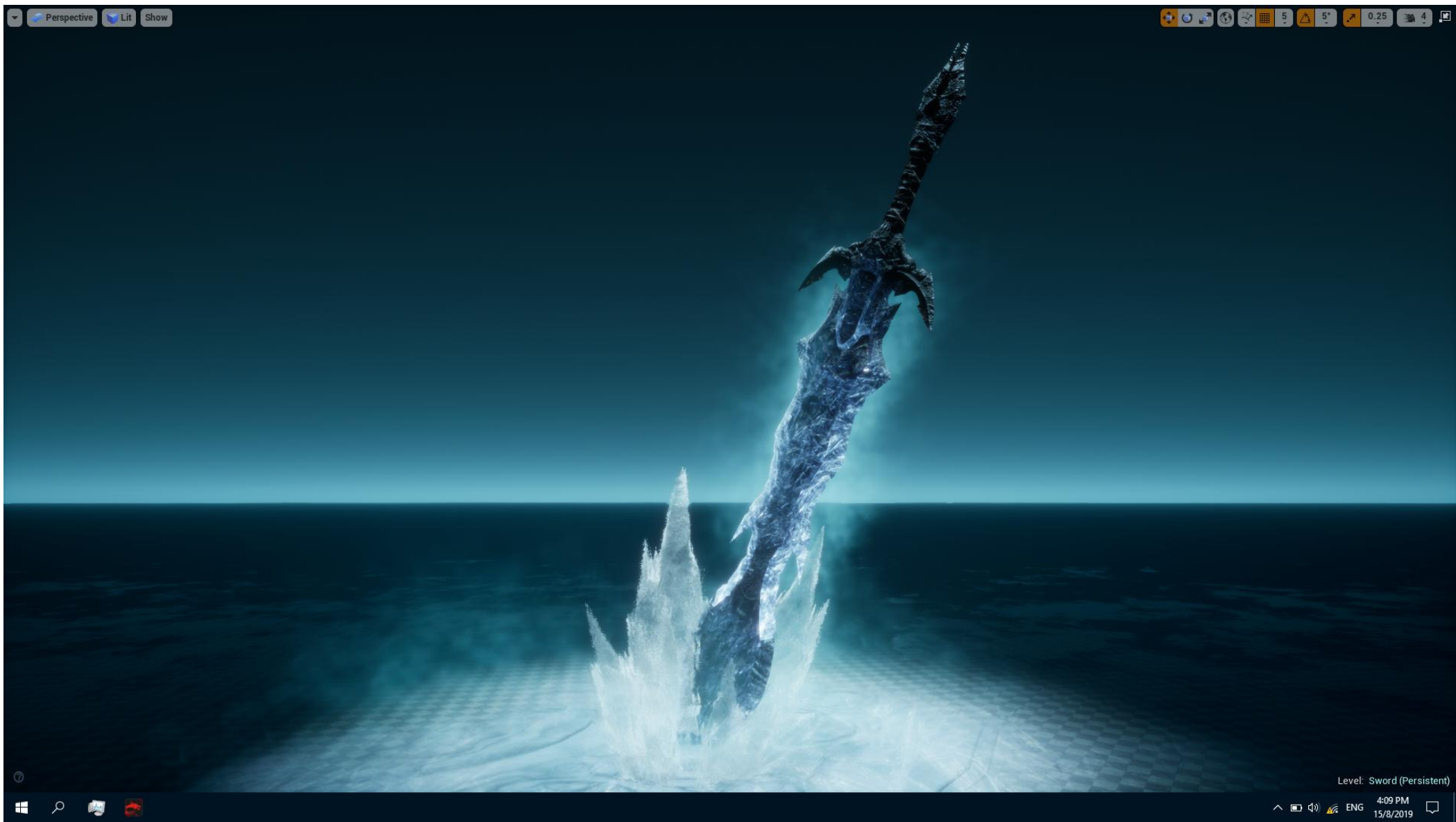


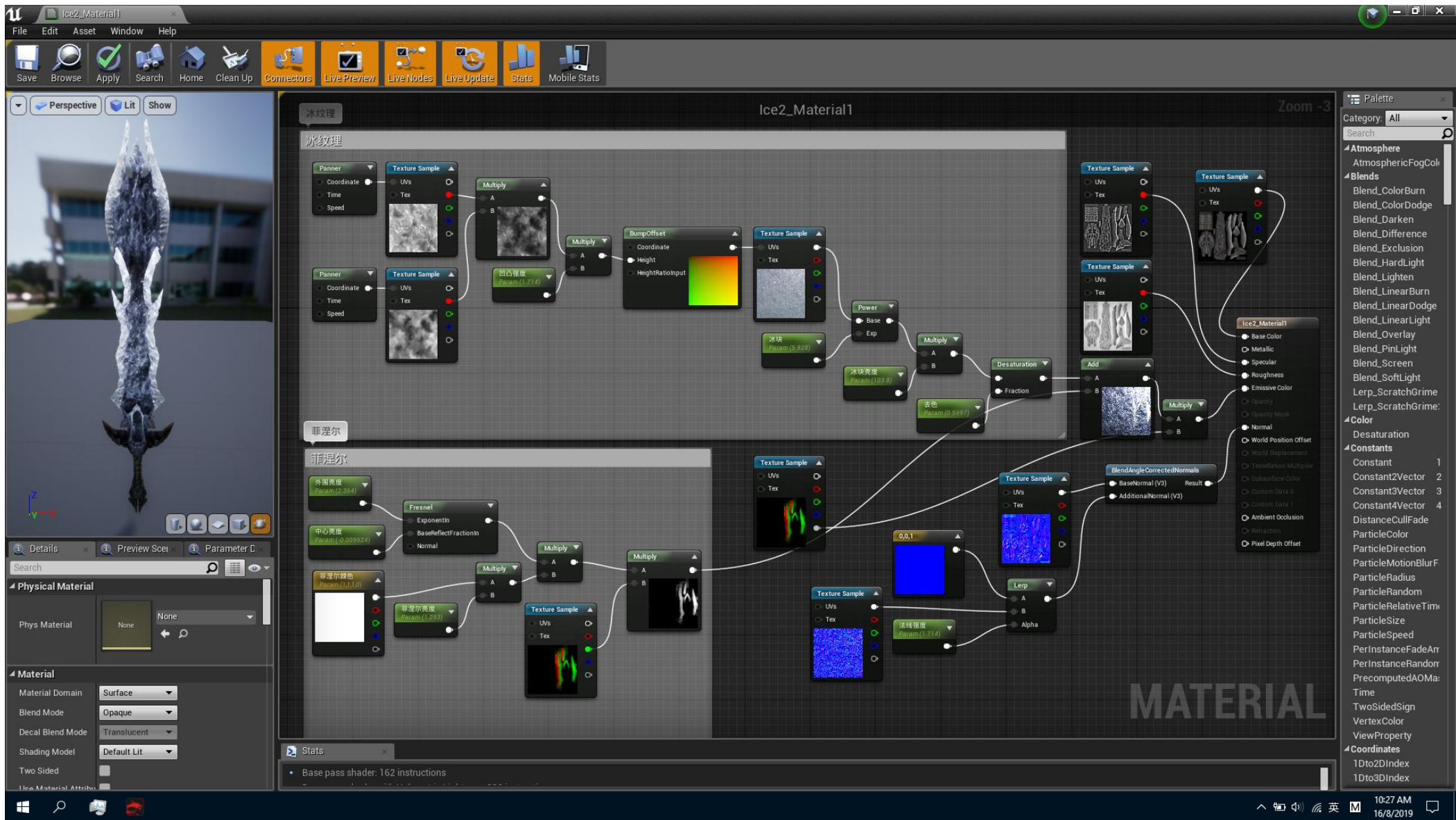


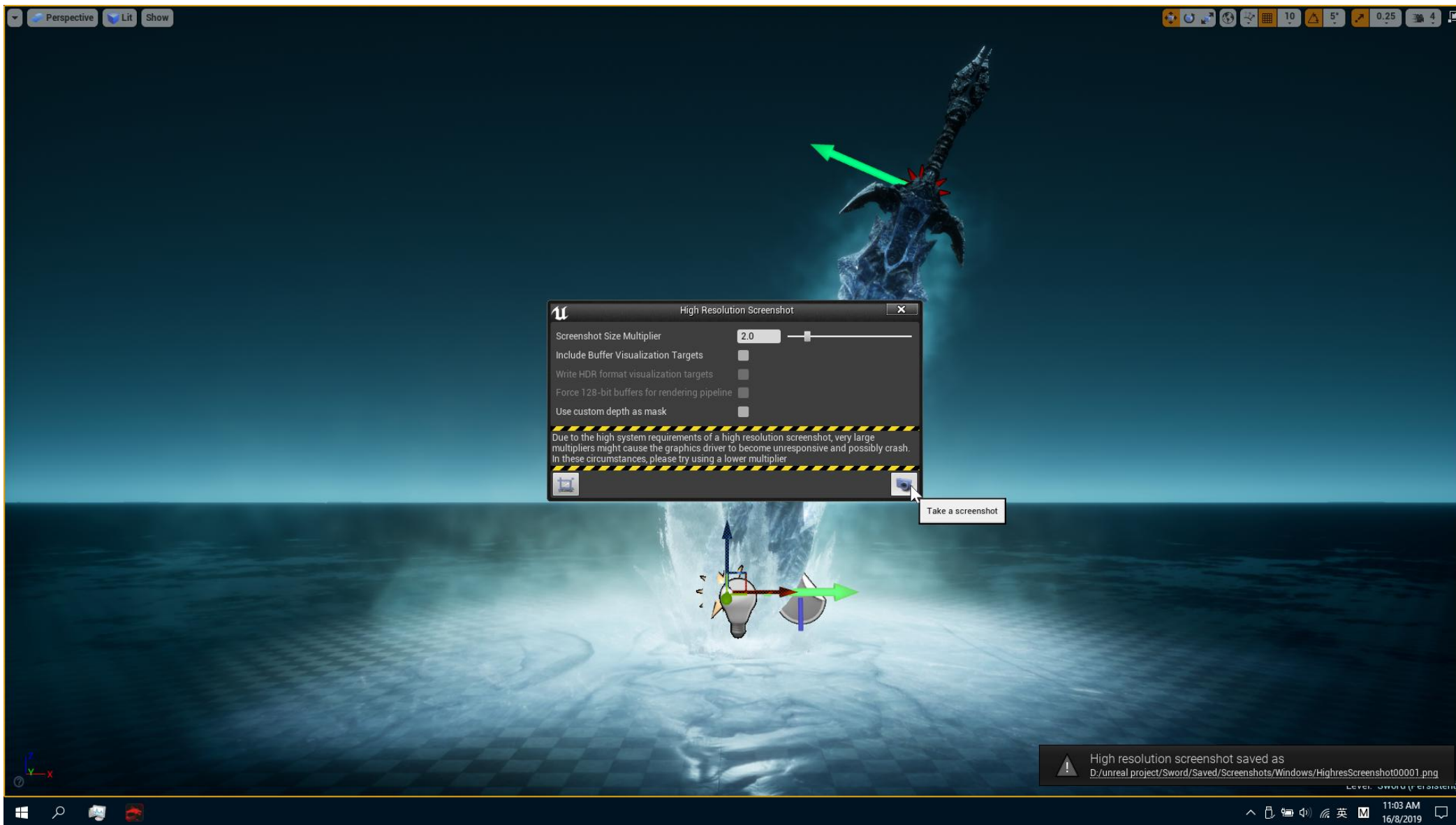












High Resolution Screenshot

Screenshot Size Multiplier

Include Buffer Visualization Targets ☐

Write HDR format visualization targets ☐

Force 128-bit buffers for rendering pipeline ☐

Use custom depth as mask ☐

Due to the high system requirements of a high resolution screenshot, very large multipliers might cause the graphics driver to become unresponsive and possibly crash. In these circumstances, please try using a lower multiplier.

Take a screenshot

High resolution screenshot saved as
D:/unreal project/Sword/Saved/Screenshots/Windows/HighresScreenshot00001.png

LEVEL: 00000 (Editor)

